

A Guide to Deers Leap



by Andy KLing

The history of climbing at Deers' Leap, Windham NH.

Deers' leap is an old cliff of very old and weathered granite. many of its cracks are well rounded and in some spots the rock is loose, so be careful. There are several seperate ledges that are all part of the same line of rock that forms the ridge that is the leap. Any original climbing done at the leap was done on the main face by the pond.

Over the years these ledges have received many visitors but most of these were picnicens or beer drinkers. Not much climbing development went on here for many years untill recently(since 1977).

Since then several people

have done a lot of climbing in this area climbing all of the obvious lines and a number of not so obvious lines. The Yosemite grading system is used in this guide 5.1-easiest
5.13-hardest

Presently the hardest climb here is 5.10. The ice climbs are rated with NEIC grading system 1-easiest
5-hardest

a grade 3+ is the hardest ice route that has formed here.

All routes will be descibed starting from the far end of the ledges and going right. Not all routes are descibed in this guide, only the routes with the best lines are.

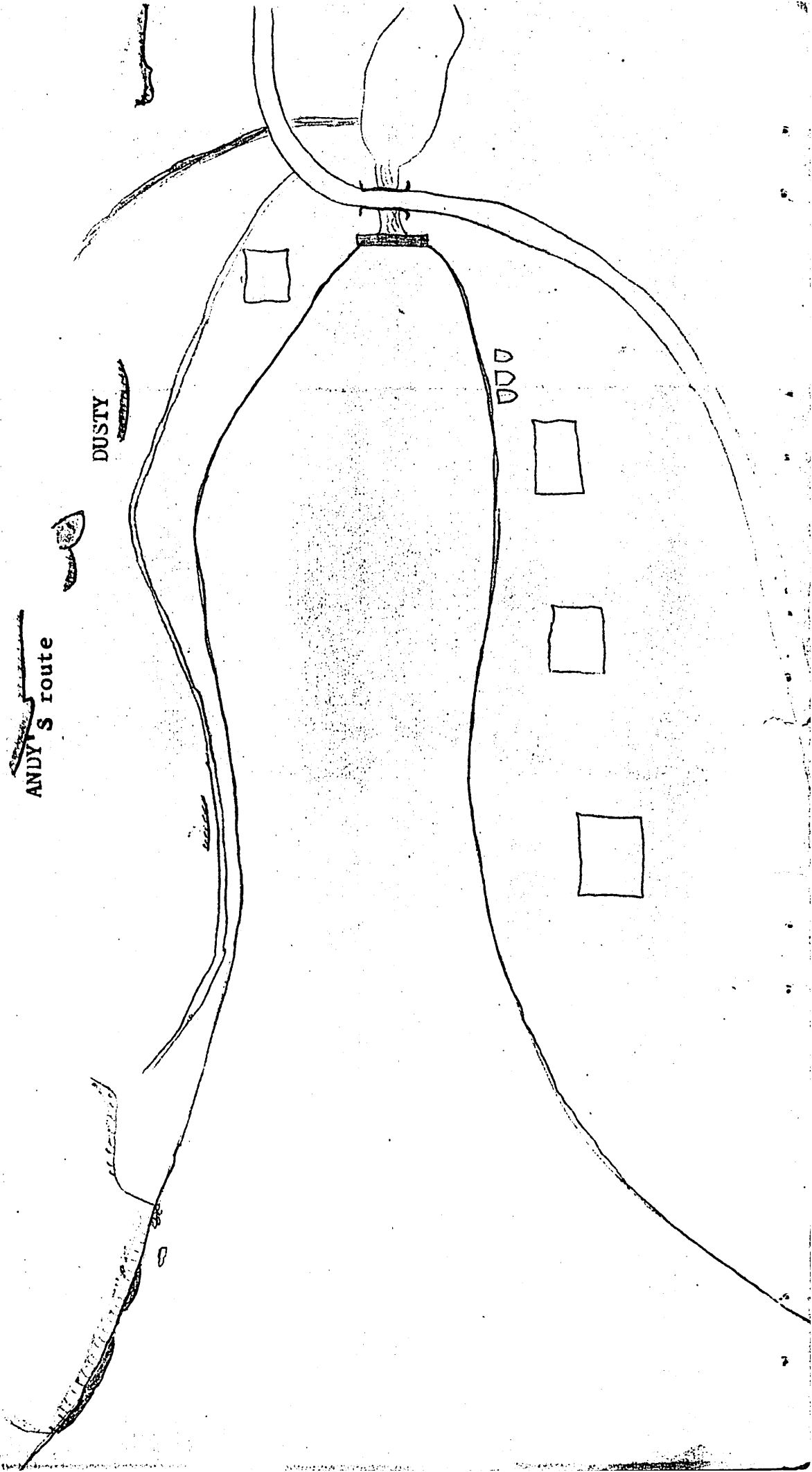
HOLES

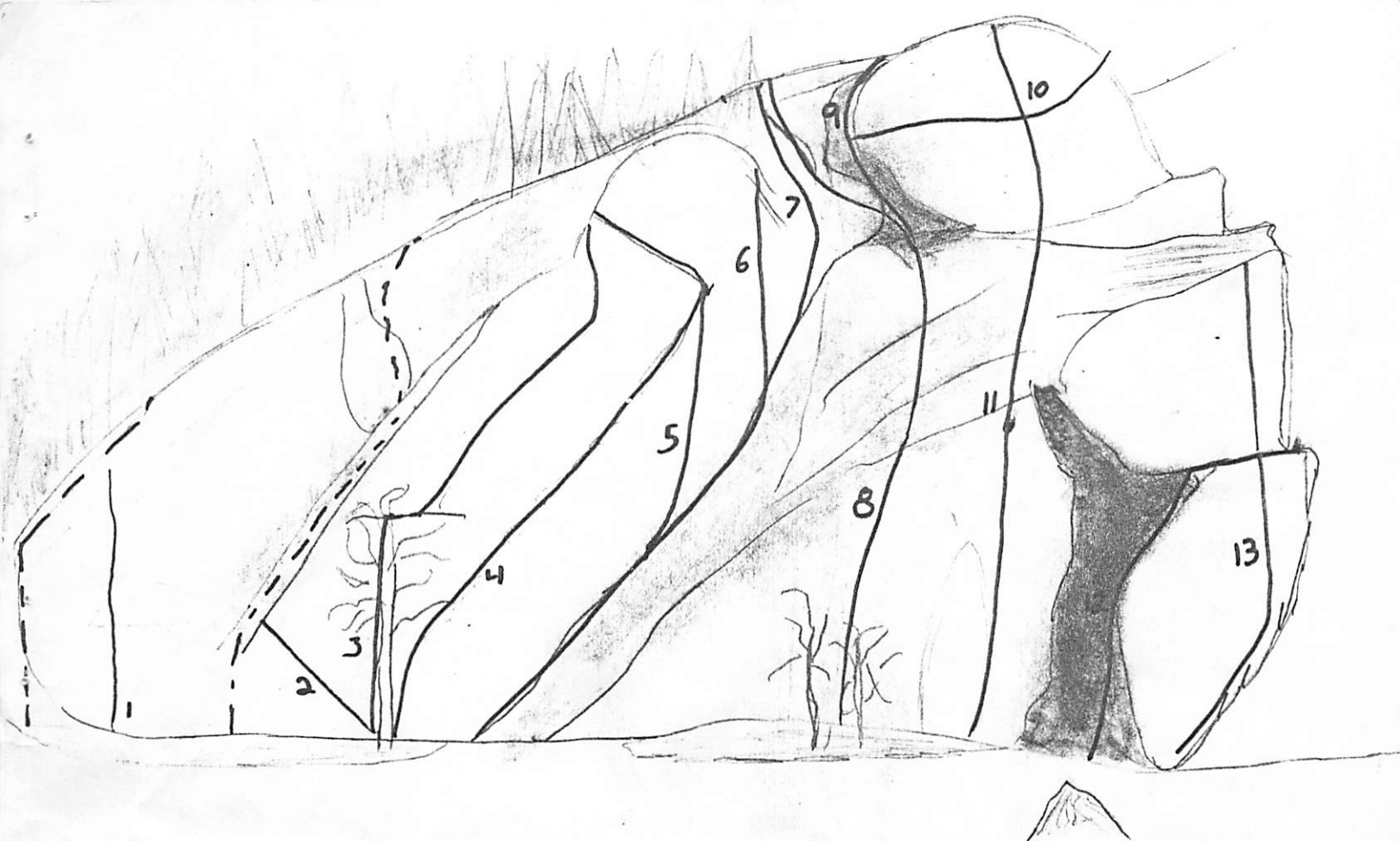
SOFU

ANDY S route

DUSTY

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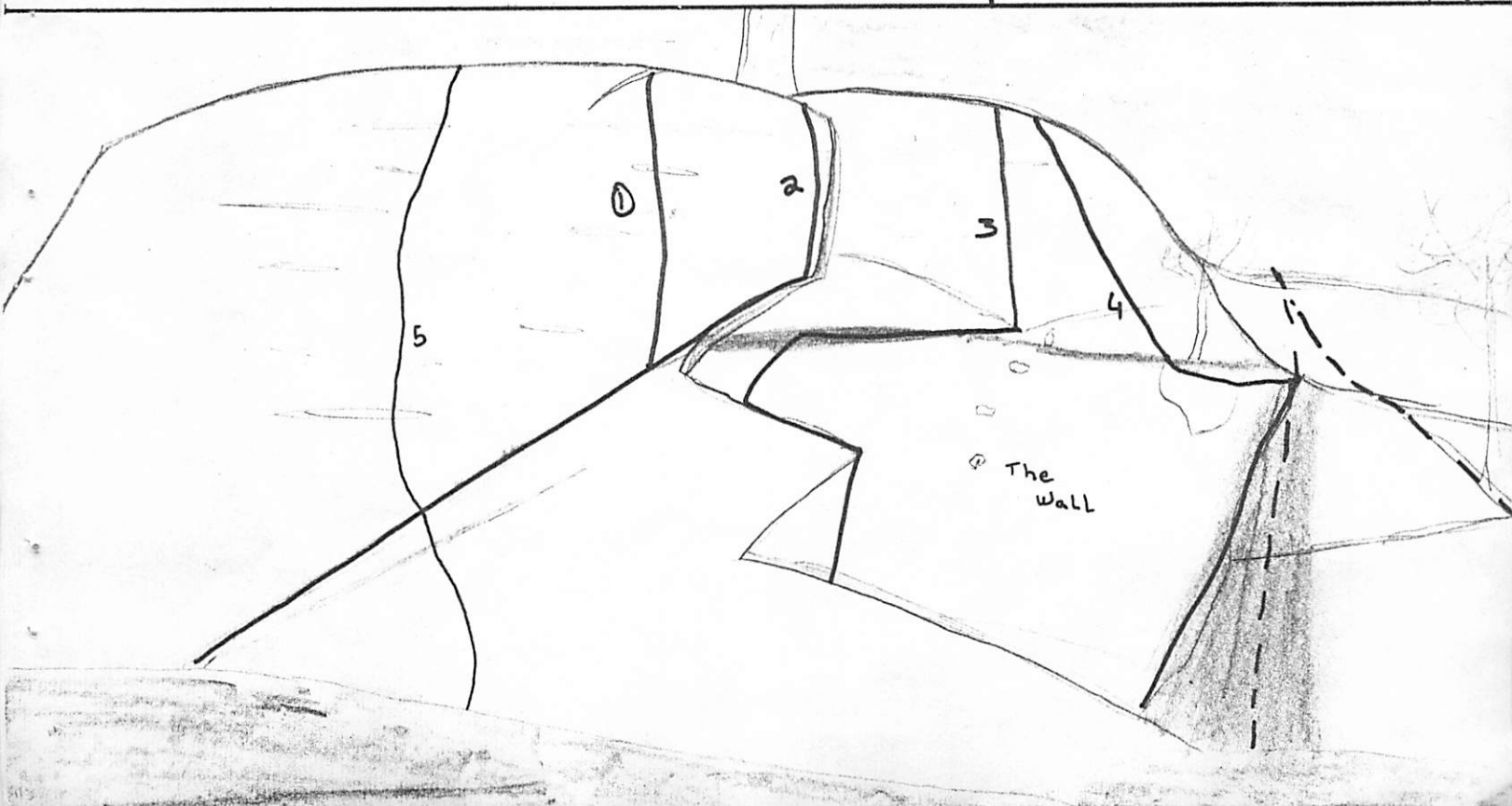
1. Hangover
2. Eternity
3. Day Tripper
4. Reaper
5. Whip It
6. Georges Route
7. Dihedral

8. The Highway
9. Lunatic Fringe
10. The deep End
11. Hooterville
12. Lunch Ledge Hookup
13. The Sentinel

↑

1. Broken Toe var.
2. Walk On The Wild Side
3. Andy's Route
4. The Saber
5. Who's next

(Dotted lines are ice routes) ↓



Main face climbs:

(starting from far left end going to right end)

MOUNTIAN DEW(5.7)-A low level traverse of the cliff. Starts at the end of the ledge by a pine tree.(A.Kling '82)

HANGOVER OVERHANG(5.6)-First overhang from the end.

ETERNITY(5.7)-Same start as for Georges route but goes left up under an upside down shelf along a finger crack to a ledge.(A.Kling June '82)

DAY TRIPPER(5.9)-Start for Eternity but go straight up face. The crux is reaching a small ledge. Once reaching ledge finish up slab to right(5.6+). An excellent face route, well worth climbing.(G.Deyett July '82)

THE REAPER(5.8)-Again starts at the same place as the Day Tripper ect. This climb follows the lighter colored line of rock diagonalizing up and right. (G.Deyett '82)

WHIP IT(5.6)-Start at the two large cracks that split the lower portion of the cliff, follow these for about ten feet then go straight up and finish at the end of the reaper.(Joe Perceovich '82)

GEORGE'S ROUTE(5.6+)-Traverse the two large cracks untill you come to a small crack system. Follow this to the top finishing in the wedge at the top ten feet to the left of the cave.(G.Deyett '77)

DIHEDRAL(5.5+)-Follow the lower cracks of Georges route to their end then go up past birch tree to bulge then over.(F.A. A.Kling summer '79)

(Variation on DIHEDRAL)(5.8-)-Face directly around corner of bulge.(F.A. G.Deyett may '82)

WHAT'S IN A NAME?(5.5+)-There are two starts to this, they both start in the recess on the island in the middle of the cliff.one follows the crack above the recss. The other starts to the left on the face(harder).

THE HIGHWAY(5.5)-A classic, good moves on good rock. Starts below the obvious overhanging rocks above . Go past small birch tree in v grove to cave.(F.A. A.Kling

FINISHES FROM CAVE

LUNATIC FRINGE(5.7)-Akward, from cave ascend left to birch tree.(F.A. G.Deyett Nov '81)
then go right, up the short chimney, a couple grunts help.

THE DEEP END(5.5)-Directly above cave, starts left and traverses right. There are a number of finishes.(F.A. A.Kling Nov. '81)

HOOTERVILLE(5.4 to 5.5)-Whole face on right side of cliff. Many different routes up face, they all end on the large ledge at the end of the cliff.

Possible original route went up this face because two old pins were found here. Routes finish up the upper face with the weatherd pine tree on it, then top out.(F. Winter ascent G. Deyett, using only the two old pins for protection 1981, F.A. Unkown ca. 1965)

STANDARD ROUTE(5.4)-Starts in an alcove, up past pine tree to ledge then finish up crystal face on left.

LUNCH LEDGE HOOKUP(5.6)-From base of standard go up ramp to horz. crack, follow to ledge. Possible finishes are up face above or aid around corner.

THE SENTINAL(5.7+)-First climb around corner from under the roof. Climb the face taking care not to go onto L.L. route. Finish on the upper portion of lunch ledge.(F.A. G.Deyett April '83)

The next couple of climbs to be described are under the roof on the end of the cliff. the rock in this area is solid with several hard aid routes and free climbs going up here.

GOOFERS ROOF(AID 2 or 5.9)There are two main cracks that ascend this area , the one on the right is Hungry's Burnt, the left crack is Goofers Roof aid line. This route follows the crack right then up using a very small stopper. Once you reach the roof follow the crack right along under the roof, once you reach the end there is a fixed pin around the edge (F.A. A. Kling Nov. '81)

LUNCH LEDGE(Aid 2 or 5.9)-Same line as Goofers up till roof then go left to small ledge(Lunch Ledge) route finishes around corner up face(free climb 5.6) (F.A. G.Deyett)

HUNGRY'S BURNT(5.8+)-Good free climb. Starts on the right crack. few tough moves off ground to a balance move on face, gain roof and follow it to right end of roof and finish out end.(F.A. G.Deyett)

THE DIAMOND(Aid 3)-Tough aid, same start as H.B. Tied off pins, sky hooks and brass nuts are the name of the game here. Follow the crack to roof, go right to were its possible to place a #9 stopper out on roof, step onto this and reach over and hook your way onto slab above(F.A. Roped solo A.Kling Aug. '82)

SMALL PROBLEM(5.6)-Small overhang to the right of the large overhang. approach by traversing from top.(F.A. G. Deyett)

DEAD EASY(5.3)-Twenty feet to right of H.B. Up onto one foot shelf then right up past overhang to top. Easy way to top.

CLIMBS ON PORCUPINE CLIFF AND ANDY'S CLIFF

ANDY'S CLIFF

WALK ON THE WILD SIDE(5.7)-Large right diagonal crack. Follow crack to overhang, traverse, without stepping on shelf, to corner then up.
(F.A. A. Kling Sept '82)

BROKEN TOE VARIATION(5.7)-At end of diagonal crack go up face instead of traversing overhang. Both of these routes are good leads.(F.A. Kerry Macmullen Sept. '82)

WHO'S NEXT(5.9)-Just left of W.W.S. is a cleand off face, up this (crux) to diag. crack, over this and straight up face above.

If the face below is bypassed then the route is a 5.7(F.A. A.Kling)

ANDY'S ROUTE(5.6+)-The obvious line on the right side of the cliff. Start just to the right of the shelf in the middle of the cliff, layback up onto the shelf then under cling right 8 feet, then up face(crux) above to top. This route makes an excellent lead with good protection all of the way.(F.A. A. Kling)

THE SABER(5.6+)-Starts on the water streak, up here to dirty ledge. Traverse left to the left side of a birch tree. Continue up face above.
(F.A. A. Kling '82)

PORCUPINE CLIFF

This is the cliff behind Andy's cliff with a cave in it in which a porcupine resides. Although porcupines are nocturnal be carefull!!

Mr. P.(5.6)-Layback up the large split in the rock to the ledge, traverse left then step onto bulge over the cave. Up bulge to top.(F. A. A. Kling)

(variation)(5.6)-When you reach the ledge go straight up.

PLASTIC PROFUSION(5.6)-Starts 5 feet to the left of the tree, boulder problem onto ledge, then follow thin vertical crack to top.(F. A. A.Kling)

METALLIC INSURRECTION(5.7)-5 feet to the right of the tree, straight up face(F. A. G.Deyett)

Mr. P's Traverse(5.7+)-Starts on the left side and traverses right.

Behind porcupine cliff is again another ledge. There are several routes in this area but they all go at about 5.5. There is good climbing in this area though.

DUSTY'S FACE

No Name(5.6)-Left of face to ledge up and right.

DUSTY(5.8)-Excellent face route. Starts on the right side of the tree up face for a few moves then traverse left untill its possible to go up to ledge above. Good face climbing.(F.A. G.Deyett F. Free ascent A. Kling Sept. '81)

TERMINAL VELOCITY(5.10)-Hard technical face climbing on clean rock. Same start as dusty but goes straight up.(F.A. A. Kling Sept. '82)

BOULDER ROUTES

(described L-R)

Mantle Problems-Top of main cliff 20' from edge.

- 1.(5.8)Left side,mantle on to small ledges without using corner on left.
- 2.(5.10)UP very center of slab.
- 3.(5.9)Center right,mantle with right hand reaching for small micro-flake.do not use anything over small ridge on right.
- 4.(5.4)Right side with ridge.

SOFU(5.6+)-Short face behind main cliff,reach high and crank off good holds.
(5.3)A few feet left of SOFU.

HOLES-100 yds. right of SOFU.

- 1.(5.5)Left side where obvious holes are.
- 2.(5.9)Between holes and crack on right.
- 3.(5.6)Crack on right.
- 4.Around corner on good granite.

LICHEN MADNESS-Green face before main cliff. UP ramp halfway then over roof to top or finish off right(harder).

LAKESIDE(5.4)-Short boulder along trail.

BACK AREA-Uphill and behind Porcupine cliff.

- 1.(5.5)Bulge with two horz.cracks in it.
- 2.(5.4)Overhangs around corner.
- 3.(5.6-)Nice 20'face, start right and move left.

THATS INCREDIBLE BOULDER

(L-R)

- 1.Thin flakes back left side boulder.
- 2.4' right of 1
- 3.Right back side.
- 4.3' left of 3
- 5.(5.10)Front nose of boulder.

Slabs behind cottage

Several easy Problems on slabs(could be cleaned).

If you walk straight in from the road to the right of the cottage there is a pile of blocks and a face.

- 1.FLAKE TO FLAKE(5.5)-UP flakes on left side of face.
- 2.UP obvious crack.
- 3.Behind face is a block with a short slab.

Walk around left a short ways to a clean boulder with a small flake on the left side.

- 1.(5.10)UP left side using flake,good Problem.
- 2.(5.8)Just right using small foothold.

Walk back to the next set of ledges to a variety of cracks

- 1.(5.8)Left leaning crack,do not use tree.
- 2.(5.8)Right leaning crack.
- 3.(5.6)Vertical hand toe crack
- 4.(5.7+)UP hand toe then traverse right.

Not all routes have been listed here,only the more common routes with cleaner rock have been. New routes are being done all the timeas this area is being explored more and more.

ICE ROUTES

THE JAVELINE(N.E.I.C. 1+)-At the very end of the ledges is a short bulge with a ramp on top.

THE SCYTHE(N.E.I.C. 3+)-A route that rarely comes into condition, goes up the ramp about 30 feet from the end of the cliff. At the top there is a large bulge.(F.A. A.Kling)

THE SABER(N.E.I.C. 3+)-25 foot ice fall next to andy's route.(F.A. G.Deyett)

THE BLADE(N.E.I.C. 3)-Narrow ramp next to the saber, same finish as the top(F.A. A. Kling)

RECOMENDED ROUTES

*-Good route
**-Above average
***-Excelent

***ETERNITY-Good solo.finger crack

**DAY TRIPPER-Balance face moves

*THE REAPER-Long good route with good slab move at top

**THE HIGHWAY-Good first lead

*HOOTERVILLE-Easy climbing on large holds

***GOOFERS ROOF-Good on both aid(all nuts)or free.

***LUNCH LEDGE-Nice traverse at top, again on aid or free.

***HUNGRY'S BURNT-Good climb

***THE DIAMOND-Excruciatingly hard aid, fun.

**WALK ON THE WILD SIDE-Can be lead.

*BROKEN TOE VARIATION-Also can be lead, more commonly climbed than

W.W.S. Bring Friends.

**ANDY'S ROUTE-Good lead

*PLASTIC PROFUSION

***DUSTY-Good face climbing

*SOFU

***MANTLE PROBLEMS-Good Problems

***THE SABER-Recomended only on ice.

ADDENDUM

NEW ROUTES

MACKER CRACKER(5.10)-Low level traverse of Porcupine cliff starting in the center and going right, or the reverse.

THE WALL(5.10+)A major break through, ascends the blank wall on Andy's cliff. UP the center then right to flake. A direct route is still to be done.
(F.A. Mack Johnson fall '83)

THE WALL TRAVERSE(5.11-)-Low level traverse from left end down to the right, or the route can be reversed.(F.A. Mack Johnson fall '83)

THE GILLOUTINE(5.10)-Hand traverse UP the ramp just below The Wall to a shallow crack leading left, continue on thin face holds to large jam crack.
(F.A. Andy Kling aug.83)

ANDY 434-9243